

# **GOldNEST**

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> GOldNEST		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# GOLDNEST

### 1.1 GOLDNEST 0.13 - (c) 1998 Lennart Johannesson

GoldNEST - Good Old Nintendo Entertainment System Tool  
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(c) 1998 Lennart Johannesson  
95lenjo@ostrabo.uddevalla.se

Disclaimer	Don't blame me!
Distribution	GOLDNEST is Freeware!
System Requirements	What do I need to run GoldNEST?
Installation	How do I install...?
Introduction	What is GOLDNEST?
Instructions	How does it work?
The Author	Who wrote GOLDNEST?
Acknowledgments	Thanks to...
Bugs	Get those bugs out of here!!
FAQ	Why does...
Future	What to expect in the future!
History	When? What? Where?

- "Toastery-Toastery-Toastery!"  
/Jansson (A "Friend" of mine)

### 1.2 Disclaimer

Disclaimer  
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This program is provided "as is" without warranty of any kind, either expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and performance of this program is with you. In no event can

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I be liable to you for damages of any kind arising out of the use of this program, or the inability to use it.

### 1.3 -GOLDNEST is Freeware-

NOTE: Please report any bugs you find while using this software.  
GoldNEST may be distributed freely, as long as the original archive is kept intact.

GoldNEST is Freeware.

Just send me an email telling me that you're using it, and list any suggestions, (Not mentioned in the Future section), that you have for improving it. :)

Permission is given to include this program in a public archive (such as a BBS, FTP site, PD library or CD-ROM) providing that all parts of the original distribution are kept intact.

### 1.4 -Some Brief Instructions For GOLDNEST-

Just try it out...Now time for instructions, not yet anyway!

### 1.5 -A Brief Introduction To GOLDNEST-

The Story

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It all started when I wanted to translate NES roms into Swedish. Therefore I ↵  
joined  
"The Translators" and started to translate SMB-1 into swedish, and I was ↵  
successfull!  
After some hard work I finally changed some of the letters to swedish ones, and ↵  
also  
hacked the text in the romfile. The problem is that most of the NES roms do not ↵  
use  
standard ASCII-codes and that's a BIG problem if you want to translate roms. ↵  
Therefore  
I thought, why not create a NES tool for my favourite computer, Amiga. As you can ↵  
see  
I did, although there's much much more to be added and finished on this editor, it ↵  
is  
going to be the ultimate editor for any system (Maybe) !

My favourite emulator is CoolNESs by Fredrik Olsson (flubba@hem2.passagen.se), so ↵  
I've  
chosen a similar name for this editor: "GOLDNEST"

GoldNEST is short for Good Old Nintendo Entertainment System Tool, so now you know ↵  
...

## 1.6 -Installation-

From version 0.12 of GoldNEST there's an installer-script, just click on the "GoldNEST.Install icon and you'll be guided thru the installation, very simple!

Tomas Amsrud helped me updating and fixing this script, thanks again Tomas!

## 1.7 -The Author Of GOLDNEST-

GoldNEST is being written by me, Lennart Johannesson. I'm a computer science student at the "Ostrabo Gymnasium" in Uddevalla, Sweden. And are now (1998) studying on my third year. I've also made a game you might want to check out. If you like Minesweeper you'll probably like my game too, find it on Aminet:game/think/NeverMind.lha

My config is:

A1200:  
\* 68030 at 33Mhz OverClocked->40Mhz (MBX 1230)  
\* 68882 at 50Mhz  
\* 16 Megs. of Fast Ram  
\* 1.2 Gb HD

If you would like to get in contact:  
E-Mail: 95lenjo@ostrabo.uddevalla.se

Or you could write to my snail mail address:  
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(I may not answer all snail-mail letters. But if I can, I will)

Or, you can always get my adress at the "Emulators-HQ" homepage :)  
<http://www.netrunner.com/emulators-hq/index.htm>  
If that fails try my own homepage:  
<http://hem.passagen.se/lentoboy/index.html>

## 1.8 -Acknowledgments!-

Special thanks to: (No special order)

Fredrik "FluBBa" Olsson, for CoolNESs

Morgan Johansson & Fredrik Schultz, for A/NES

Tomas "Giant Dwarf" Amsrud for MWB-Icons, suggestions & support!

Juan Antonio Gómez Gálvez for AmiMSX, AmiGB, AmiMasterGear and AmiNES

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I would also like to thanks the following people: (No special order)

Martin "Marto" Persson, for his nice visits at the weekends.

Hans Guijt, for fMSX!

Ville Helin, for Wzonka-Lad!

Jeremy Friesner, For Amarquee And Netris

Mattias "Mr.Cool" Melin, for his nice Parties.

Mikael "The Bomb" Jansson, for anoying me with phonecalls every day.

Patrik "The Squirrel" Alexandersson, for being such a nice friend!

Bengt & Per Johannesson, for letting me play on their N64:s :)

## 1.9 -System Requirements-

GoldNEST is multitasking, you can switch screens with left-amiga + M.  
But I don't guarantee that GoldNEST is safe for your system.

To run GoldNEST, you will (probably) need the following:

- \* Kickstart 3.0 or later
- \* diskfont.library (V39 or later) (Not yet, but will be required in future ← versions)
- \* asl.library (V39 or later)
- \* AGA or GFX-board (I hope) (I don't know if it works with OCS/ECS please tell ← me!)
  
- \* A NES-Rom image to edit would be nice too. =)

## 1.10 -The Future-

What I intend to do in "The Future":

- \* HexEditor (With font-offset-mapping)
- \* Rom info window for cartridge name etc. (Changeable)
- \* Newicons (I appreciate if anyone could draw me some :)

Things I'm not sure if I will add:

- \* Load many Roms
- \* Loading/Saving Iff Pics. (Need some help here!)
  
- \* + Lots of other things (Suggestions are welcome)

## 1.11 -Frequently Asked Questions-

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Q: Why isn't the palette correct?

A: The NES graphics are built up in blocks of 8\*8 pixels and they are always in 2 ←  
planes,  
the palette is never included in these blocks, it could be anywhere in the ROM.  
It's impossible to access the palette without some kind of emulation, therefor ←  
you will  
always have to set the palette by yourself sorry :(

## 1.12 -Bugs-

Hopefully none!

## 1.13 -History-

The (so far) history of GOLDNEST:

0.13: (07-Apr-98)

Now you can browse through the graphics in the rom =)

First palette support (I promise you all a better one in the future!)

Added SmalMWB, Smal and Normal Icons by Tomas Amsrud (gdwarf@applausenett.no)!

Install script updated (also by Tomas Amsrud)

Thanks for your support Tomas =)

0.12: (28-Mar-98)

Added Installer script.

Now graphic window display the filename of the loaded ROM. (Suggested by Tomas ←  
Amsrud!)

Added MWB icons made by Tomas Amsrud!

0.11: (26-Mar-98)

Now the correct graphics offset is calculated. (No more corrupted graphics)

GOLDNEST also shows more colors now, (The last one showed only 3 colors due to a ←  
bug.)

Also some minor changes to the source.

0.10: (25-Mar-98)

First Public Release.

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